

GAME BOY ADVANCE

AGB-BLYE-USA

LEMONY SNICKET'S  
—A SERIES OF—  
UNFORTUNATE  
EVENTS™



DREAMWORKS  
PICTURES



INSTRUCTION BOOKLET

ACTIVISION®

**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.**

### **WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions  
Altered vision**

**Eye or muscle twitching  
Involuntary movements**

**Loss of awareness  
Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

### **WARNING - Repetitive Motion Injuries and Eyestrain**

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

### **WARNING - Battery Leakage**

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

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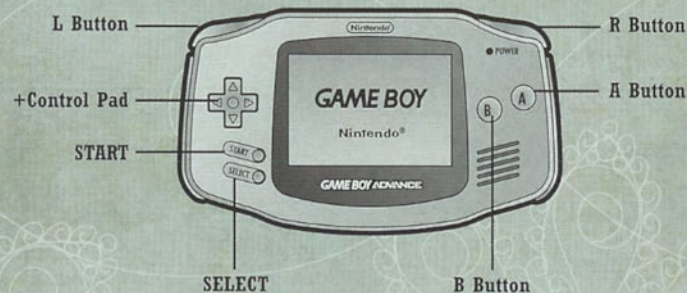


# GETTING STARTED

- Make sure the power switch is OFF.
- Insert the *Lemony Snicket's A Series of Unfortunate Events*™ Game Pak into the Game Boy® Advance slot as described in your Nintendo Game Boy® Advance instruction manual.
- Turn the power switch ON.

*NOTE: The **Lemony Snicket's A Series of Unfortunate Events**™ Game Pak is for the Game Boy® Advance and Game Boy® Advance SP systems only.*

# GAME BOY® ADVANCE CONTROLS



# BASIC CONTROLS

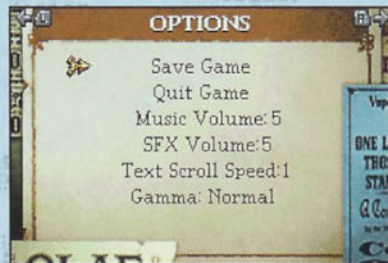
- A Button:** Jump  
To use secondary action, press the **A** Button again while in the air to activate Klaus's Grappling Hook or Sunny's Parasol Glider when available.
- B Button:** Activate invention or Sunny Roll Attack  
Return to gameplay (when in system or gameplay menus)
- L Button:** Secondary action (Inhaler Vacuum on Water Pump, Sunny Bite)
- R Button:** Object interact/character interact (press to toggle on/off)
- +Control Pad:** *Left and right* – Character movement  
*Up* – Walk through doors, aim upward, climb ladders  
*Down* – Duck, climb ladders

**START:** Pause, system menus (then use **L** or **R** Buttons to scroll through Inventory, Attic, Library and Invention screens)

**SELECT:** Character select

# OPTIONS

Select **Options** to save/load games, control text scroll and turn the music and sound on or off.



# THE UNFORTUNATE STORY

Our sad tale begins with unfortunate news being delivered to the three Baudelaire children: Violet, Klaus and Sunny. Mr. Poe, the town banker and executor of the Baudelaire family will, has informed the siblings that their dear parents have met a rather tragic ending. In fact, the Baudelaire mansion mysteriously burned down while the parents were inside!

The children, now orphaned, are sent to live with their distant uncle, the evil Count Olaf. Anything but a loving uncle, Olaf has more than the children's welfare in mind. With the help of his creepy group of villainous actors, he'll stop at nothing to get his hands on the huge Baudelaire inheritance!

Only the combined talents of Violet's inventions, Klaus's smarts and Sunny's sharp teeth can keep them safe. With any luck at all, the resilient and clever orphans might just escape Olaf's greedy clutches. Then again, they might not! If you want to play a cheerful game where everyone lives happily ever after, then we suggest you stop right now and select a different game.



# THE LEVELS

## BOOK 1

We find the three orphans in the custody of Count Olaf, locked away in his old, shabby mansion. The children must use their wits and talent to escape Olaf. In the end, you must battle the creepy, creepy women with very, very white faces, and ultimately, catch a train before the train catches you!





## BOOK 2

Having escaped from the mansion, the children find themselves in the strange and slithery world of Uncle Monty. Explore his house and grounds, avoiding dangerous ink guanas, pesky mosquitoes and slippery snakes. Waiting for you will be the evil Hook-Handed Man. Don't expect a friendly handshake!



## BOOK 3

Once again, the children are on the run and are now living with their zany Aunt Josephine. Unfortunately, her house is perched precariously high above Lake Lachrymose, which is oozing with man-eating leeches. Did we mention it also happens to be hurricane season? Olaf, not to be blown away or outsmarted by the Baudelaires, is focused on his plan to get the Baudelaire family fortune. He has created a devious scheme that involves a wedding.



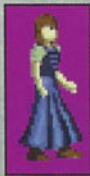
# THE BAUDELAIRES

## VIOLET

The eldest Baudelaire child. She's brilliant, observant, protective and has a knack for creating handy inventions. Violet has the unique ability to climb ladders because Klaus is afraid of heights and baby Sunny is a bit short. The Apple Chucker is Violet's invention of choice. She's quite handy with it when provoked.

## KLAUS

The middle child, Klaus, loves to read books and is extremely smart. His unique invention is the Water Pump, which can be upgraded to hold newt's ink. Though he's afraid of heights, brave Klaus ultimately swings to his sisters' rescue with skillful use of the Grappling Hook.



## SUNNY

More than just a baby, Sunny is resilient, resourceful and funny! She loves to bite and crunch on things, which can be useful in tight situations. Because of her small size, Sunny can enter spaces that are too small for her brother and sister. Four sharp teeth also allow her to bite and chew through objects in her path. She can also float above them with her Parasol Glider. Sunny also has the unique ability to roll over her enemies.



## FRIENDS

### UNCLE MONTY

The children's eccentric uncle, who becomes their guardian in Book 2. He's a reptile collector who's planning on traveling to Peru until he receives a rather strange visit from a fellow "scientist."





## AUNT JOSEPHINE

The orphans' zany aunt. She lives high atop Lake Lachrymose. She's a very fearful lady who loves to talk about grammar.

## ENEMIES

### SPIDERS

There are two types of these creepy crawlies, so be careful!

### INK GUANAS

These crawling lizards are full of ink, so watch out or you might get soaked!

### SNAKES

Slithery and slippery, be careful of these creatures because they pack quite a bite!



## LARGE MOSQUITOES

Pesky and annoying, these buzzing insects like to gnaw away at you.

## LEECHES

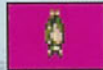
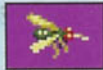
Found only in the lake, their lust for blood is heightened if you've just eaten a meal.

## BATS

They may be blind, but they can cause havoc if you don't avoid them.

## STAGE HAND

Be careful of this guy. He's likely to show you the exit.



## BALD-HEADED MAN

Not the brightest of the bunch, but he packs quite a wallop!



## BIRDS

Not all birds are bad. Just be careful when they try to peck away at you.



## BOSSSES

### COUNT OLAF

The Baudelaire orphans' evil uncle. Olaf will stop at nothing to get the Baudelaire family fortune.



## HOOK-HANDED MAN

A valued member of Olaf's drama troupe, the Hook-Handed Man is also one of the most menacing.



## WHITE-FACED WOMEN

Two ghastly and identical women. "Is it pale in here or is it just you?"



## THE NARRATOR

### LEMONY SNICKET

The chronicler and narrator of this tale, Lemony introduces each level and will be your guide. He'll offer various tips and hints throughout the game. Listen to him!



# MAIN MENU

**New Game:** This is where you begin the children's adventure. From the Start menu, select a game slot to use and the game will begin. If you select a save slot with an existing game, you'll be asked if you wish to replace it. Replacing a saved game permanently deletes the original saved game, and that would truly be an unfortunate event.



**Load Game:** From here you can load a previously saved game. Upon loading a saved game, you'll begin at the start of the last level you attempted.

**Eye Icon:** Once you've completed a mini game, an Eye Icon will appear on the Main Menu. Go here to see the extras you've unlocked:

- **Skiping Stone**—Automatically unlocks once you've played the game.
- **Train**—Automatically unlocks once you've played the game.
- **Ocular**—Automatically unlocks once you've played the game.
- **Handsome Man**—This is only available for purchase when you collect 200 butterflies.



# HUD: ON-SCREEN DISPLAY

When you accumulate items or change character status, the appropriate HUD (Heads-Up Display) information will be displayed on-screen, then fade after a few seconds.

**Misery Meter:** The children share a Misery Meter, located in the upper left-hand corner of the screen. The Misery Meter indicates how much health the orphans have. When the Misery Meter fills up, the children are exhausted and must start the level again.

**Selected Invention/Projectile:** The type of ammunition currently being used along with how much of it remains is displayed in the upper right-hand corner of the screen.



## Object Interaction Icon:

When this icon is shown, press the **R** Button to bring up the Object Interaction menu. Press the **R** Button again to return to the game.



## Character Interaction Icon:

When this icon is shown, press the **R** Button to bring up the Character Interaction menu. Press the **R** Button again to return to the game.



# PICK-UPS

## JOY/HAPPINESS

**Broken Heart Lockets:** Hearts deplete your Misery Meter and add to your happiness. When dispatching spiders, ink guanas or other smaller enemies, these plucky power-ups often appear. Bigger hearts deplete the Misery Meter more than smaller ones.



## PROJECTILES

Once you've pieced together an invention, you'll need some ammunition to help dispatch enemies.

**Apples:** Pick-up single apples or clusters of five. You can only hold a maximum of 50 apples at first, and they can run out pretty quick.



**Water:** Klaus uses his Water Pump to soak his enemies. You'll see water pipes scattered throughout the game. Stand underneath a pipe to fill up your Water Pump.



## COLLECTIBLES

**Photos:** Use to purchase unlockables in the Attic menu.



**Book Pages:** Use to unlock in-game secrets through the Library menu.



**Butterflies:** Butterflies are key to gaining access to exclusive items from The Attic. The more butterflies you collect, the more items you can purchase.



**Invention parts:** Use to build inventions and add upgrades. You'll automatically go to the Invention menu once you've collected the last part of an invention.

**The Attic:** Use the photos and butterflies you collect to purchase bonus items here, like concept art, stills from the movie and invention upgrades.



**The Library:** The book pages you collect are stored here for your reference. Use this menu to view their contents. Book pages provide clues to unlocking game secrets. Once you've found six pages of one book, look for Book Activation icons to unlock secrets.





# INVENTION MENU

Once you pick up an item that's part of your invention, you can access the Invention menu at any time by pressing **START**. However, you can't put your invention together until you've collected all the pieces.

A silhouette of the invention is shown in the Invention menu. As you navigate the silhouette, the individual components of the invention highlight as they're selected. To "build" your invention, select an item from the inventory pane and drop it into the appropriate highlighted segment in the invention pane. Use the +Control Pad to steer, and the **R** and **L** Buttons to rotate the invention piece.

When a new invention plan is unlocked, a fully silhouetted invention will be displayed.



# INVENTORY SCREEN

The Baudelaire children have a shared inventory. There's no limit to the number of objects you can hold. Press **START** to access the inventory screen. Use the +Control Pad to scroll through the inventory items and see a text description of each one. You can also use the **R** or **L** Buttons to scroll through to the Attic, Inventory and Library screens.



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Behind every little fish  
is a great white lie.

Sure Oscar, you talk big, but now it's time to take it to the streets and prove you rule Reef City. Flex those fins, bust a move and get ready for a kickin' hip-hop adventure.

# DREAMWORKS Shark Tale

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